Requiem for Rome

Name:
Concept:
Virtue:
Vice:

Clan:
Bloodline:
Wing:
Coterie:

Attributes

Power	Intelligence	●OOOO	Strength	●OOOO	Presence	●OOOO
Finesse	Wits	●OOOO	Dexterity	●OOOO	Manipulation	●OOOO
Resistance	Resolve	●OOOO	Stamina	●OOOO	Composure	●OOOO

Skills

Mental
(-3 unskilled)

Academics ____ OOOOO
Crafts ____ OOOOO
Investigation ____ OOOOO
Medicine ____ OOOOO
Occult ____ OOOOO
Politics ____ OOOOO
Religion ____ OOOOO
Warfare ____ OOOOO

Physical
(-1 unskilled)

Archery ____ OOOOO
Atheletics ____ OOOOO
Brawl ____ OOOOO
Larceny ____ OOOOO
Ride ____ OOOOO
Stealth ____ OOOOO
Survival ____ OOOOO
Weaponry ____ OOOOO

Social
(-1 unskilled)

Animal Ken ____ OOOOO
Empathy ____ OOOOO
Expression ____ OOOOO
Intimidation ____ OOOOO
Persuasion ____ OOOOO
Socialize ____ OOOOO
Streetwise ____ OOOOO
Subterfuge ____ OOOOO

Other Traits

Merits

____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO

Flaws

____
____
____

Disciplines

____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO
____ OOOOO

Size ____
Speed ____
Defense ____
Armor ____
Integrity ____
Initiative Mod ____
Experience ____

Health

O O O O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Willpower

O O O O O O O O O O
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Blood Potency

O O O O O O O O O O

Vitae

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Humanity

10 ____ O
9 ____ O
8 ____ O
7 ____ O
6 ____ O
5 ____ O
4 ____ O
3 ____ O
2 ____ O
1 ____ O

Equipment

____
____
____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 clan Attribute bonus) • Wing • Blood Potency 1 (may be increased with Merit points) • Disciplines 3 (Two must be in-clan) • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity of Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Humanity +7 • Starting Vitae = d10 roll.